

US007540498B2

(12) **United States Patent**
Crenshaw et al.

(10) **Patent No.:** **US 7,540,498 B2**
(45) **Date of Patent:** **Jun. 2, 2009**

(54) **SYSTEMS AND METHODS FOR CARD GAMES THAT SIMULATE NON-CARD CASINO TABLE GAMES**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 383 days.

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(21) Appl. No.: **11/389,991**

(22) Filed: **Mar. 27, 2006**

(65) **Prior Publication Data**

US 2006/0163807 A1 Jul. 27, 2006

Related U.S. Application Data

(63) Continuation of application No. 10/641,694, filed on Aug. 15, 2003, now Pat. No. 7,165,769.

(51) **Int. Cl.**
A63F 5/02 (2006.01)
A63F 1/04 (2006.01)

(52) **U.S. Cl.** **273/274**; 273/309; 273/292;
273/142 E; 273/138.1

(58) **Field of Classification Search** 273/274,
273/309, 142 R, 142 E, 142 F, 142 G, 138.1,
273/292

See application file for complete search history.

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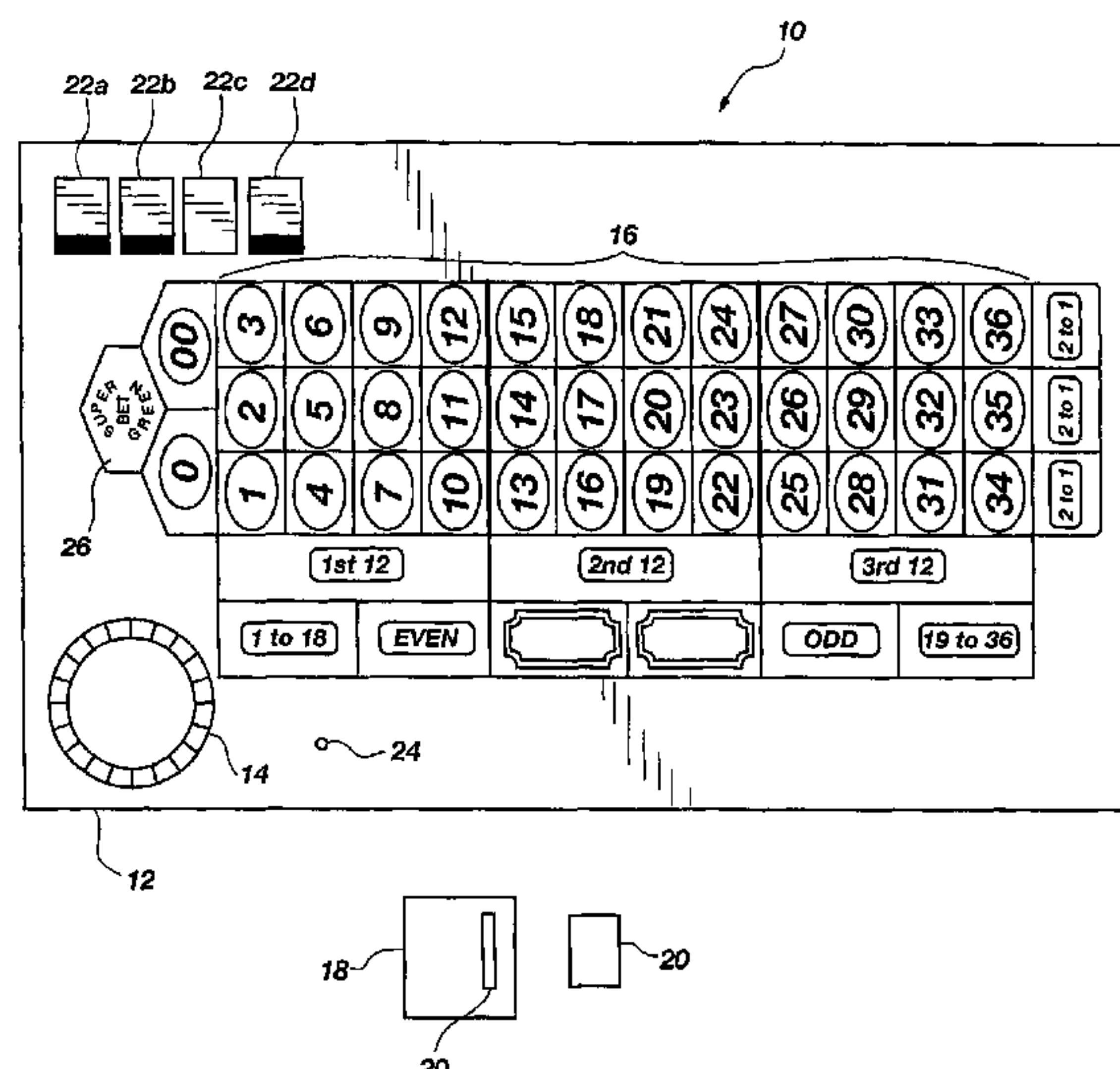
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(57) **ABSTRACT**

Methods and systems for conducting gaming activities are disclosed. In one method, wagers are placed on a game and cards are dispensed. An indicia of a play card is used to determine an outcome of the game. A feature bet is included, wherein if the indicia of the play card is a predetermined indicia, an indicia of the second card is identified. If a predetermined indicia on the second card is identified, a feature bet payoff is made to players that wagered on the feature bet. A method and system for a roulette game are also disclosed. A roulette wheel is used to determine which card of a deck of cards determines the outcome of the roulette game. A craps game system and method are further described. Dice are used to determine which card of a deck of cards determines the outcome of the craps game.

12 Claims, 6 Drawing Sheets



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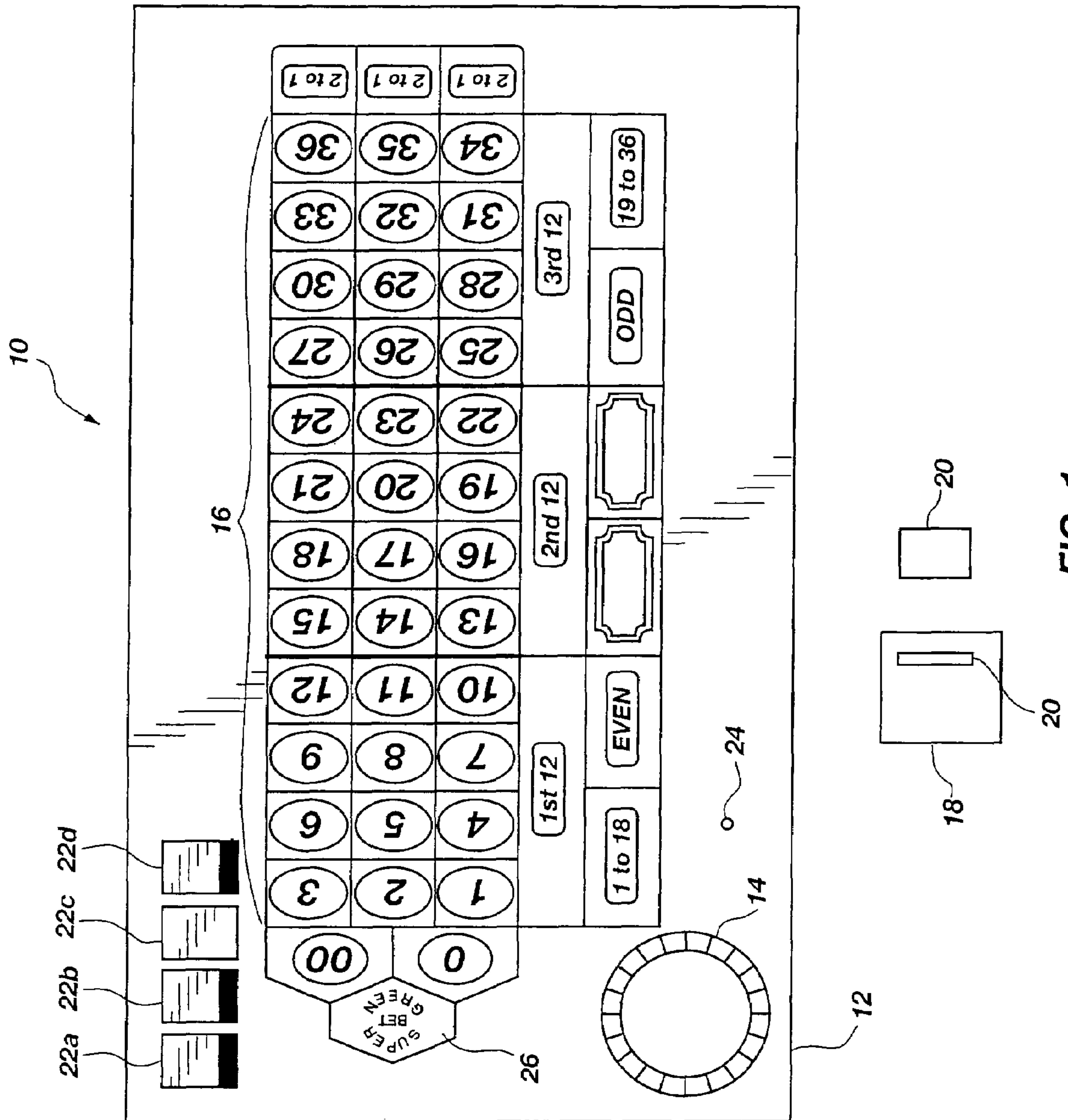


FIG. 1

20

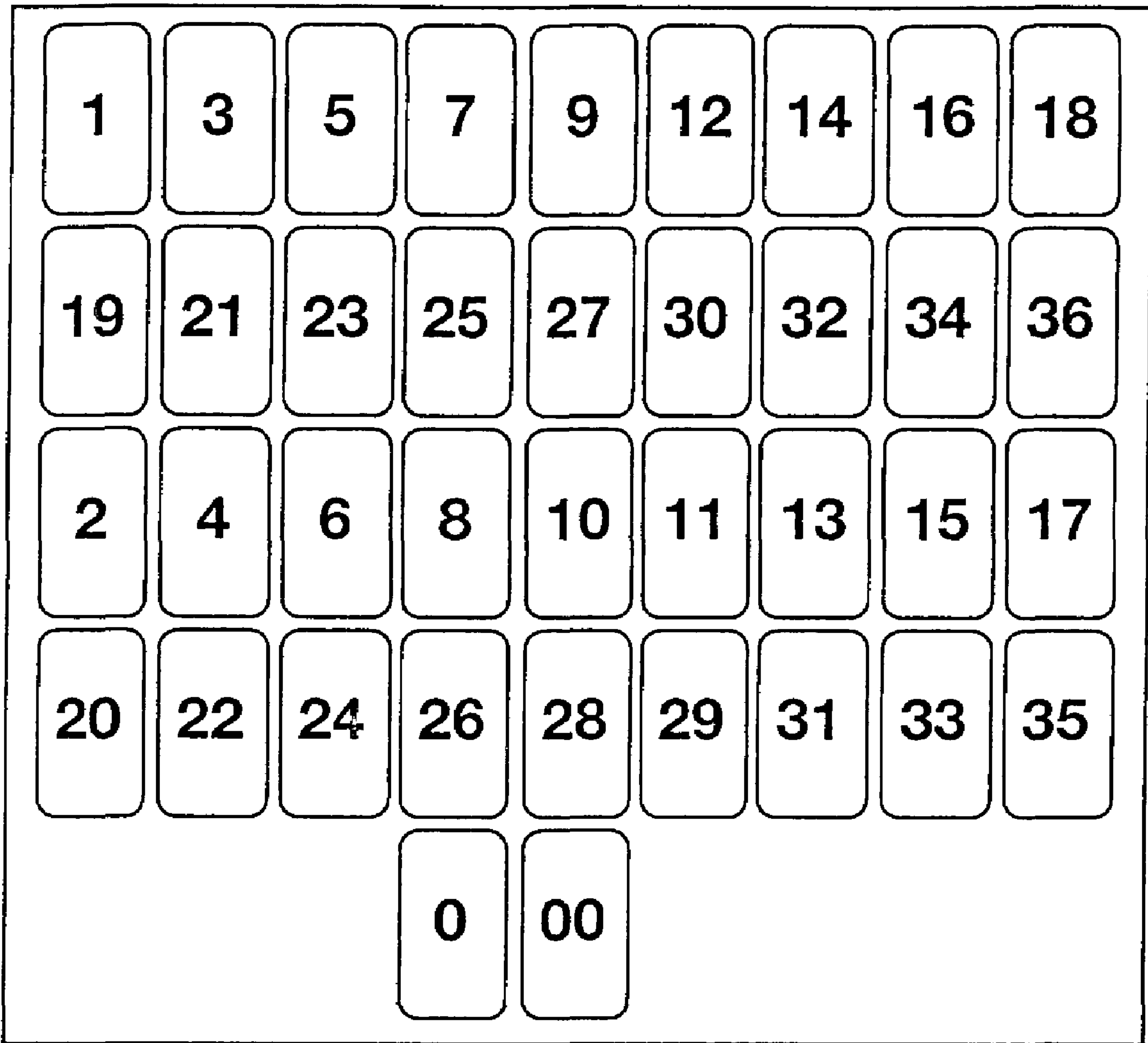


FIG. 2

100

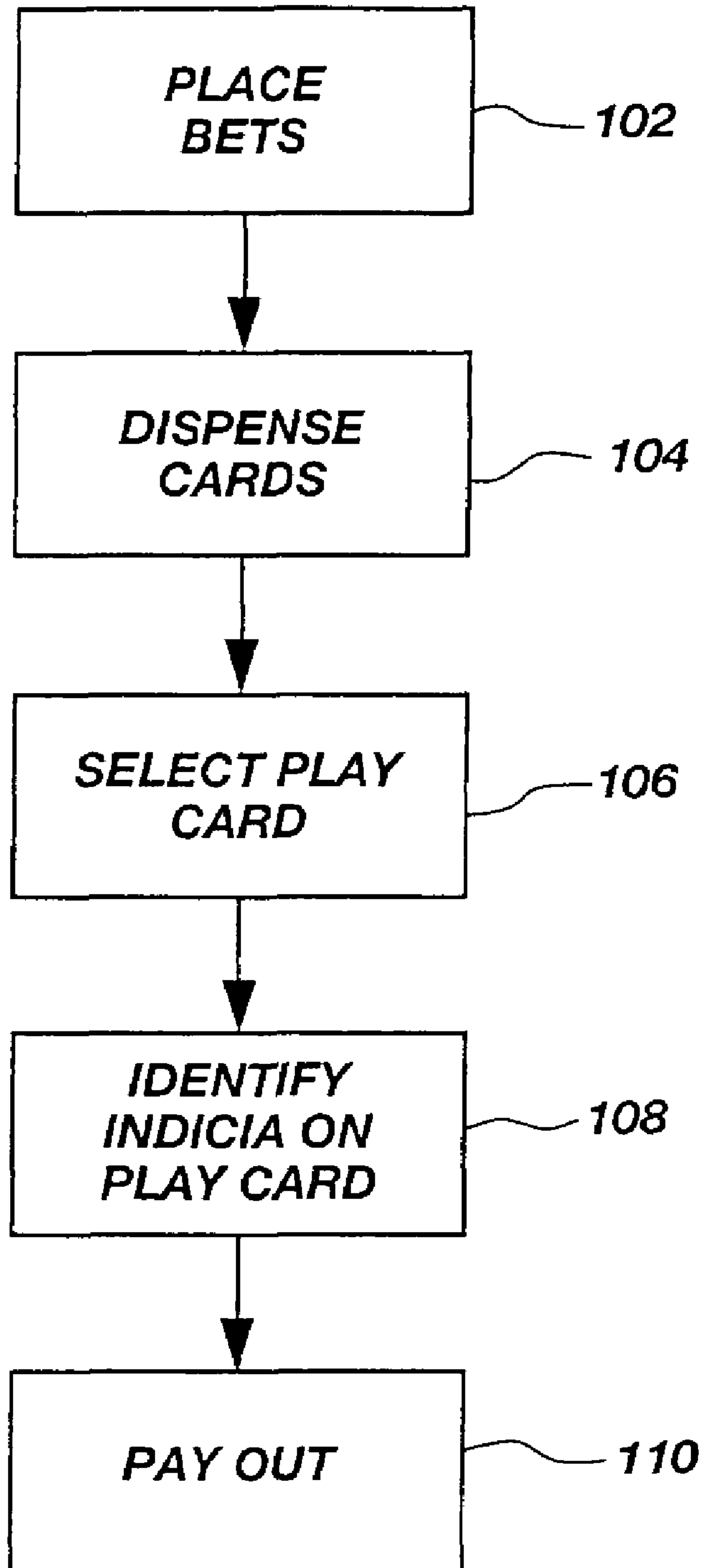


FIG. 3

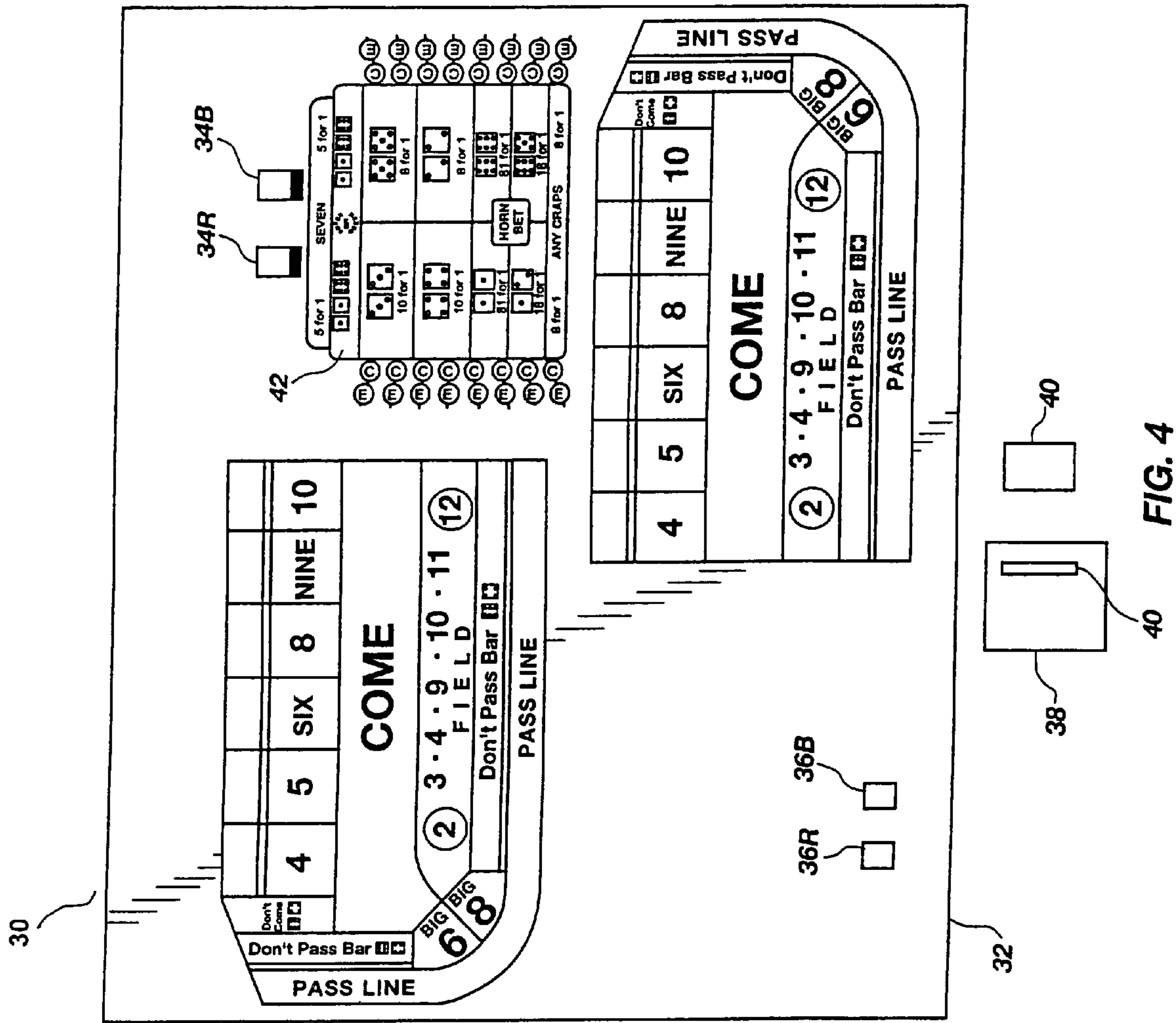


FIG. 4

40

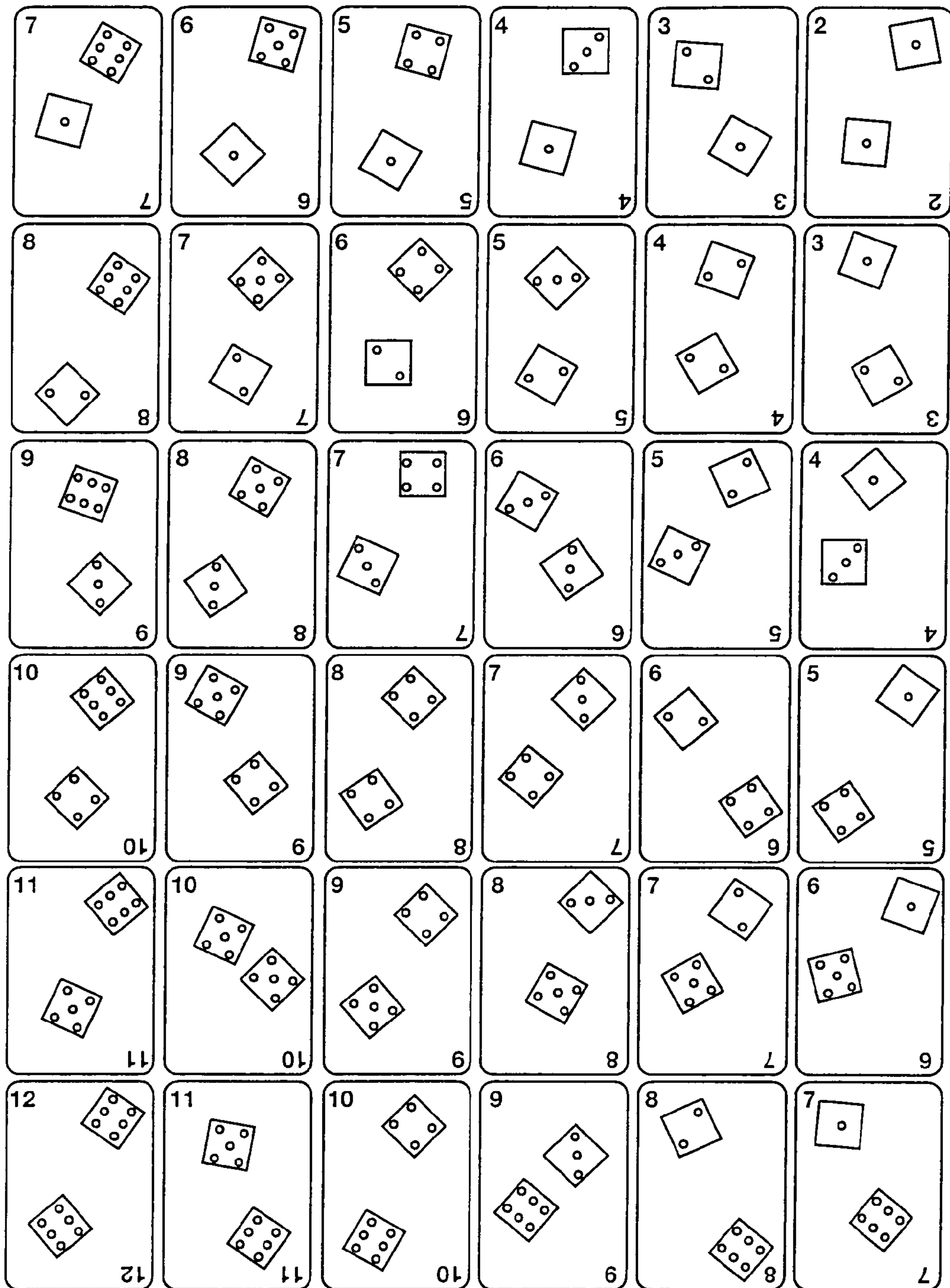


FIG. 5

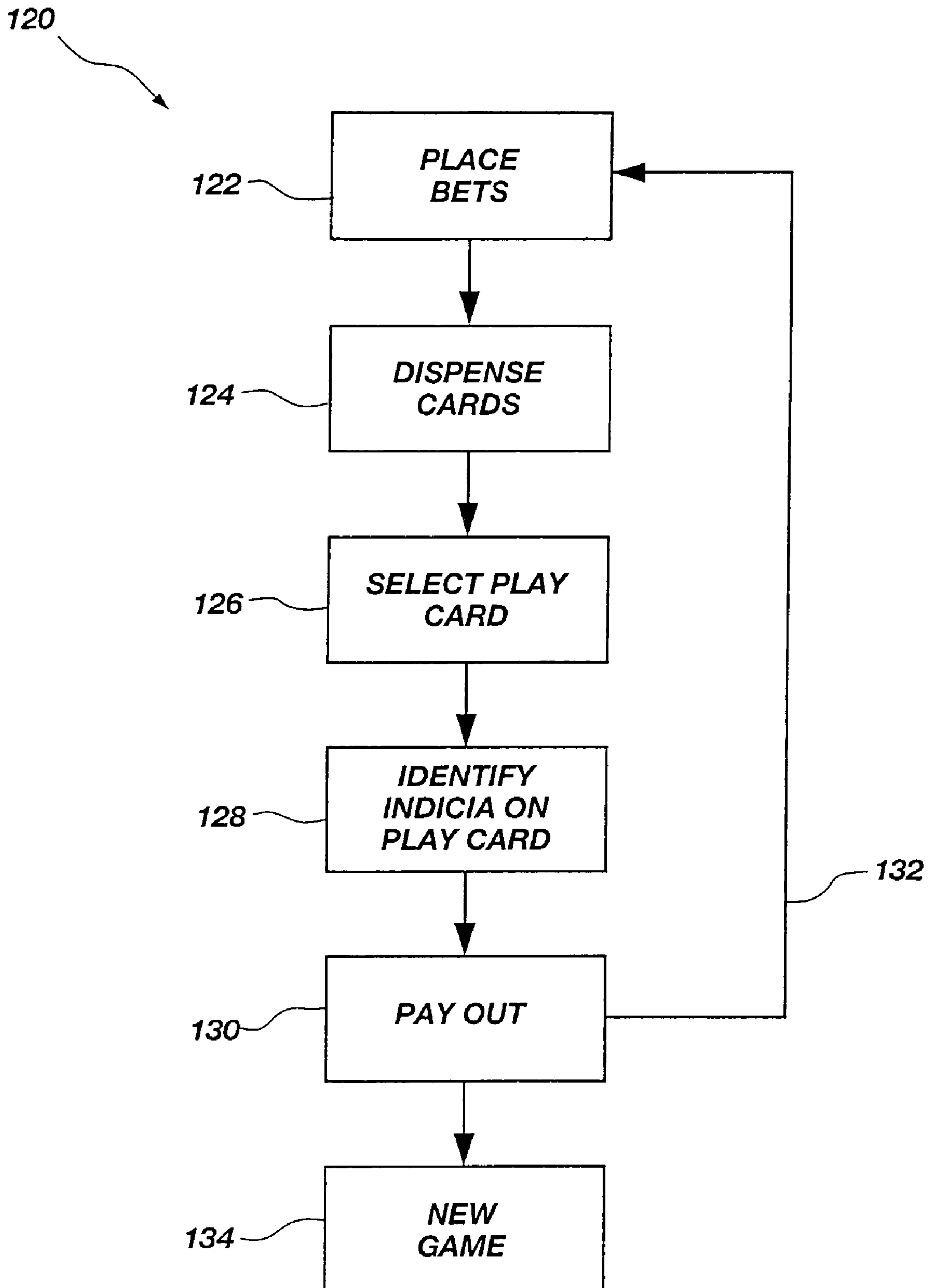


FIG. 6

**SYSTEMS AND METHODS FOR CARD
GAMES THAT SIMULATE NON-CARD
CASINO TABLE GAMES**

CROSS-REFERENCE TO RELATED
APPLICATION

This application is a continuation of U.S. application Ser. No. 10/641,694, filed Aug. 15, 2003 now U.S. Pat. No. 7,165,769, the disclosure of which is incorporated herein by reference in its entirety.

TECHNICAL FIELD

The present invention relates generally to gaming systems and methods and, more particularly, to casino gaming activities using cards

BACKGROUND

Casino table games are popular attractions at gaming establishments. However, agencies in some localities, such as state gaming commissions, may limit the types of gaming activities that may be conducted in that locality. For instance, in some localities, only card-based games of chance may be offered as table games and non-card table games, such as craps, roulette, wheel of fortune and so forth may not be offered.

Attempts have been made to adapt non-card casino table games by changing the way in which the game of chance is conducted in order to allow it to be offered. Some of these attempts include simulating a non-card casino table game with a card based table game. For example, U.S. published patent application U.S. 2003/0032471 to Darder discloses a gaming table that appears similar to a traditional craps table for the simulation of a game of craps. To facilitate play of the simulated craps game, additional elements are added to the craps table. In Darder, cards are drawn from a deck including cards numbered from ace through six and including additional indicia, such as the four traditional suits, i.e., hearts, diamonds, spades and clubs. Drawn cards are replaced by jokers, allowing similar odds to be maintained on different draws, and additional bets are available based on the presence of the joker cards. Other additional bets may be placed on the occurrence of the additional indicia, such as the suit, when the cards are drawn.

However, by including jokers and the additional indicia on the cards, and providing extra bets, the simulated craps game is made more complex and moved farther away from the traditional craps game that it attempts to emulate. A player accustomed to the traditional non-card craps game will need to become familiarized with the additional bets and complexities of the simulated craps game in order to play. Thus, new players may be discouraged by the additional bets and complexities, and not have interest in the simulated game.

U.S. Pat. No. 5,904,353 to Aldridge describes a deck of thirty-six playing cards representing every roll combination of two six-sided dice, wherein each card displays the two dice on the face of each card in different color to distinguish every possible combination of the two dice. A method of playing a game with the cards is also disclosed. Further, U.S. Design Pat. No. 59,761 to McCarthy similarly discloses a deck of cards having thirty-six cards, wherein the cards represent each of the possible combinations when two six-sided dice are rolled. However, merely drawing a card to represent an outcome of a game of chance lacks the interactive action of a conventional casino game and may cause players to lose interest in the game.

BRIEF SUMMARY OF THE INVENTION

In one exemplary embodiment, the present invention comprises a method for conducting a gaming activity. The method includes offering at least one player an opportunity to place a wager on a table game, wherein an additional wager includes a feature bet not found in the non-card version of the game, while not requiring the player to “relearn” to play the card based game. The gaming activity further comprises dispensing at least a first card and at least a second card from a deck of cards and designating the at least a first card or the at least a second card as a play card. An indicia on the play card is identified to determine an outcome of the table game that duplicates the non-card version of the game, and may maintain the same odds. If the identified indicia on the play card comprises a first predetermined indicia, any players that wagered on the feature bet may receive a payment based on that bet, or may be qualified for participation in a feature game.

In another exemplary embodiment, a method of conducting a gaming activity including offering at least one player an opportunity to place a wager on a roulette game is disclosed. During play of the roulette game, at least two cards are dispensed from a deck of cards and a roulette wheel is rotated, wherein a ball is dropped into the rotating roulette wheel. Depending on an indicia of the pocket where the ball drops, one of the dispensed cards is designated as a play card. An indicia of the play card is identified to determine an outcome of the roulette game.

Another method of conducting a gaming activity is described in another exemplary embodiment. The gaming activity includes offering at least one player an opportunity to place a wager on a craps game and dispensing at least a first card and at least a second card from a deck of cards. A first die and a second die having faces with distinguishing characteristics thereon are rolled and the distinguishing characteristics are compared, wherein the comparison is used to designate the at least first card or the at least second card as a play card. An outcome of the craps game is determined by identifying an indicia on the play card.

In an additional exemplary embodiment, a system for conducting a roulette game is disclosed. The system includes a table configured for accepting bets on the roulette game. The table comprises indicia and markings of a conventional roulette game, at least one area having an identifying characteristic for receiving at least one card and a betting area for receiving wagers on a feature bet. The system also includes a roulette wheel having pockets, wherein one of the pockets is configured with an identifying characteristic that corresponds to the identifying characteristic of the at least one area for receiving the at least one card. The system may also include a ball configured to fit in the pocket of the roulette wheel and a deck of cards for determining an outcome of the roulette game.

A system for conducting a craps game is disclosed in another exemplary embodiment. The system includes a table configured for accepting bets on the craps game. The table also includes indicia and markings of a conventional craps game, a betting area for receiving wagers on a feature bet and an area for receiving at least one card, wherein the area for receiving the at least one card has an identifying characteristic. The system also includes a six-sided die, wherein a face of the die has an identifying characteristic that corresponds to the identifying characteristic of the area for receiving the card. The system also includes a deck of cards for determining an outcome of the craps game.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a schematic of a gaming system for playing roulette with cards.

FIG. 2 illustrates the cards used in the roulette gaming system of FIG. 1.

FIG. 3 depicts a flowchart of the roulette game played using the gaming system of FIG. 1.

FIG. 4 is a schematic diagram of a gaming system for playing craps with cards.

FIG. 5 depicts the cards used in the craps gaming system of FIG. 3.

FIG. 6 illustrates a flowchart of the craps game played using the gaming system of FIG. 4.

DETAILED DESCRIPTION

Generally, the present invention includes new and enhanced methods of conducting a gaming activity. In the exemplary embodiments, a game of chance is played with a deck of cards, wherein a card or cards are randomly selected to arrive at the outcome of the game of chance. While the present invention is described in terms of certain specific, exemplary embodiments, the specific details of the exemplary embodiments are not meant to be limiting. For instance, while the exemplary embodiments are described in relation to table gaming activities, the exemplary embodiments may be conducted using electronic gaming devices employing random number generators and/or central processing units, with computer generated depictions of the cards or other game elements. Various combinations or modifications of the exemplary embodiments may be made without departing from the scope of the invention.

Referring now to FIG. 1, there is illustrated one embodiment a system for conducting a card-based roulette game generally at 10. The roulette system 10 includes a roulette table 12 having a substantially conventional roulette layout for conducting the card-based roulette game. The roulette table 12 includes a roulette wheel 14 and indicia 16 for placing bets. It will be appreciated that the depicted layout of the roulette table 12 is illustrative only and any suitable layout may be used. The roulette table 12 is configured with four boxes 22a-22d that are of a size and shape for receiving a card and a betting area 26 for receiving wagers on a feature bet. Each of the four boxes 22a-22d corresponds to the colors of the roulette wheel 14, i.e., one box 22a is dark blue, one box 22b is rust brown, one 22c box is creme and one box 22d is green. The roulette wheel 14 has thirty-eight, substantially equally distributed, pockets without numbers. A ball 24 is also used with the roulette gaming system 10. Thirty-six pockets of the roulette wheel 14 have three different alternating colors, such as twelve dark blue pockets, twelve rust brown pockets and twelve creme pockets. The remaining two pockets are green. The number of colors of the roulette wheel 14 corresponds to the number of boxes 22 on the roulette table 12. Although the exemplary embodiment has been described with specific colors, it will be apparent by those of ordinary skill in the art that any other colors, numbers corresponding to the colors, or combinations of colors may be used. In addition to colors, any symbol or indicia may be used to distinguish between the different pockets of the roulette wheel 14.

A random card shuffler 18, such as an ACE® brand random-ejection shuffler, a shuffler available from SHUFFLE-MASTER of Las Vegas, Nev., or a shuffler configured for use with Three Card Poker, and two decks 20 of cards may also be included in the roulette system 10. In the exemplary embodiment, a thirty-eight card deck 20 is used. FIG. 2 illustrates the

faces of one embodiment of a deck 20 of cards, wherein each of the cards has indicia thereon, i.e., 1-36, 0 and 00, that correspond to the indicia 16 of the layout of the roulette table 12.

Play of the roulette game involves players placing bets on the indicia 16 of the roulette layout on the roulette table 12 using known roulette bets. The bets that may be made are substantially the same as those in Las Vegas-style roulette including inside bets and outside bets. Additionally, a feature bet may also be made, as will be described herein. The inside bets include: a one number bet that is a wager on any single number including 1 to 36, 0 or 00 where the bet is made by placing chip(s) directly on a desired number of the indicia 16 of the roulette table 12, the one number bet paying 35-to-1; a two number bet that is a wager on two adjacent numbers of the indicia 16 where the bet is made by placing chip(s) on the line between the two numbers, the two number bet paying 17-to-1; a three number bet that is a wager on a row of three numbers where the bet is made by placing chip(s) on the line of the indicia 16 that separates the inside and outside betting areas, a basket bet can also be made by placing chip(s) on the intersection of 0, 00 and 2 of the indicia 16, the three number bet paying 11-to-1; a four number bet that is a wager on four-numbers where the bet is made by placing chip(s) on a four-number intersection of the indicia 16, the four number bet paying 8-to-1; a five number bet that is a wager on the 0, 00 and first row of three numbers where the bet is made by placing chip(s) between the 0/00 row and the three-number row on the line that divides the inside and outside betting areas of the indicia 16, the five number bet paying 6-to-1; and a six number bet that is a wager on two three-number rows where the bet is made by placing chip(s) on the line that divides the inside and outside betting areas of the indicia 16, the six number bet paying 5-to-1.

The outside bets include: a twelve number column bet that is a wager on the 1st column, the 2nd column or the 3rd column and is made by placing chip(s) at the end of the roulette table 12 opposite the 0 and 00 of the indicia 16, the twelve number column bet paying 2-to-1; a twelve number numerical bet that is a wager on the 1st twelve numbers (1-12), the 2nd twelve numbers (13-24) or the 3rd twelve numbers (25-36) and is made by placing chip(s) on the appropriate indicia 16 of the roulette table 12, the twelve number numerical bet paying 2-to-1; a red or black bet that is a wager on the eighteen numbers that are black or the eighteen numbers that are red and is made by placing chip(s) on the appropriate diamond of the indicia 16, the red or black bet paying 1-to-1; an odd or even bet that is a wager on the eighteen odd numbers or the eighteen even numbers and is made by placing chip(s) on the appropriate odd or even indicia 16 of the roulette table 12, the odd or even bet paying 1-to-1; and a high or low bet that is a wager on the eighteen low numbers (1-18) or the eighteen high numbers (19-36) and is made by placing chip(s) on the appropriate high or low number indicia 16, the high or low bet paying 1-to-1.

One example of a feature bet includes allowing the players to place a wager that the ball 24 will fall in one of the two green pockets of the roulette wheel 14. If the ball 24 falls into one of two green pockets, the player or players that wagered on the feature bet are qualified for the feature game. The feature game is played by turning over the card in the corresponding green box 22d on the roulette table 12. If the card is a green number, i.e., 0 or 00, the player wins the feature bet. The odds of the player winning the featured bet are about 361-to-1 and the payout for a winning bet is 275-to-1, for a theoretical casino advantage of about 23%. In other exemplary embodiments, the payout for the featured bet may be

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250-to-1 or 300 to 1. A feature bet box **26** may be located at the top of the indicia **16** of the roulette table **12** or may be located near the roulette wheel **14**.

Referring now to FIG. **3**, a flow chart illustrating play of the roulette game is shown generally at **100**. Play of the roulette game **100** begins by placing of bets **102**. Once the bets have been placed at box **102** by the players, a deck **20** of cards may be shuffled and four cards dispensed at box **104**, which may be accomplished using random card shuffler **18** with a deck **20** of cards placed therein. In another exemplary embodiment, the dealer may randomly shuffle and dispense the cards by hand. A dealer places the four randomly-selected cards facedown in each of the four boxes **22a-22d**. Once the four cards are removed from the random card shuffler **18**, the thirty-four cards remaining in the random card shuffler **18** may be ejected and placed into a discard holder (not shown), or may be retained in a dispense rack of the random card shuffler **18**. The removal of the thirty-four cards from the random card shuffler **18** may trigger the random card shuffler **18** to accept another thirty-eight card deck **20** for another roulette game.

The selection of a play card at box **106** from the four boxes **22a-22d** may be made by placing the spinning ball **24** into the rotating roulette wheel **14**. When the ball **24** drops into one of the thirty-eight pockets of the roulette wheel **14**, the dealer identifies the indicia on the play card at box **108** by turning over the play card in the box **22a-22d** on the roulette table **12** that corresponds to the color (or other identifying characteristic) of the pocket where the ball **24** dropped. Based on the indicia of the play card, the dealer, or another person associated with the house, then makes payouts at box **110** by sweeping the roulette table **14** of losing bets and paying winners using conventional Las Vegas roulette procedures or conventional double-zero, Nevada-style roulette procedures. The dealer may also check for wagers placed on the feature bet **26**, which in the exemplary embodiment may be referred to as the "Super Green Bet." The drawn cards may then be collected from the roulette table **12** and placed into the discard holder (not shown) with the other discarded thirty-four cards for reuse or discarding. A new roulette game **10** may commence once all payouts are made at box **110**.

In other exemplary embodiments, the play card may be selected from the four boxes **22a-22d** using a die or dice, a random number generator, a random selection of a bingo-type balls, by allowing a player to choose one of the four boxes **22a-22d**, or by any other known selection technique. In yet another exemplary embodiment of the roulette system **10**, the roulette wheel **14** may be replaced with a random number generator that is configured to randomly select one of the four colors described herein with reference to the roulette wheel **14** using the same odds occurring from use of the roulette wheel **14**.

In yet other exemplary embodiments, the roulette game may be played using three boxes **22a-22c** on the roulette table **12** instead of four boxes **22a-22d**. In one embodiment using three boxes **22a-22c**, the 0 and 00 may be removed from the roulette table **12**, and the decks **20** of cards would have 36 cards instead of 38 cards since the 0 and 00 are removed. In this embodiment, the roulette game would be played as previously described herein, with the feature bet **26** being removed from the roulette table **12**. In another embodiment using three boxes **22a-22c**, the 0 and 00 are included on the roulette table **12**, and the decks **20** of would have 38 cards, including the 0 and 00. In this embodiment, the roulette game would be played as previously described herein, including the feature bet **26**. It will be apparent by those of ordinary skill in the art that any number of cards and colors may be used.

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Further, in addition to colors, any other identifying characteristic or indicia may be used.

A craps game played using cards is disclosed in another embodiment of a gaming system of the present invention. Referring to FIG. **4**, one embodiment of a craps system for playing a game of craps is shown generally at **30**. The craps system **30** includes one embodiment of a craps table **32** with indicia of a layout for a conventional craps game, two boxes **34R** (a red box) and **34B** (a blue box) for receiving cards, a red six-sided die **36R** and a blue six-sided die **36B**, a random card shuffler **38** (such as an ACE® brand random-ejection shuffler), two thirty-six card decks **40** and a betting area **42** for receiving wagers on a feature bet. The red die **36R** may have one indicia, such as a spot or the number "1" on three sides, and four indicia, such as spots or the number "4," on three sides, and the blue die **36B** may have two spots or the number "2" on three sides and three spots or the number "3" on three sides. In this manner, when the red die **36R** and the blue die **36B** are rolled together, each die has a fifty percent chance of having the highest or lowest number rolled. In addition to the colors blue and red, any other colors, identifying characteristics or indicia may be used to distinguish between the two dice **36**. Further, any number of dice having different types of indicia or symbols may be used. For example, a first die having six indicia, such as spots or the number "6" on three sides, and three indicia, such as spots or the number "3," on three sides, and a second die having four spots or the number "4" on three sides and five spots or the number "5" on three sides may be used. In such an embodiment, each of the dice has a fifty percent chance of having the highest or lowest number rolled when the dice are rolled together.

Each card of the two decks **40** may have an indicia, or an image, of two dice and in combination, the thirty-six cards of each deck **40** may depict the **36** possible combinations of two six-sided dice being rolled. Referring to FIG. **5**, there is illustrated one embodiment of the faces of the thirty-six cards that make up each deck **40** of the craps system **30**. As illustrated, each card also includes the numeral of the spots of the combination of the two dice **36**. In another exemplary embodiment, each card may only have the numeral of the **36** possible combinations and lack the die face images.

In yet another exemplary embodiment of the craps system **30**, the dice **36R** and **36B** could be replaced by a random number generator. The random number generator could be configured to randomly determine which color, i.e., blue, red or any other type of indicia, that may be selected in order to select a play card from the boxes **34R** or **34B**.

Referring to FIG. **6**, there is shown a flowchart of one embodiment of play of the craps game generally at **120**. Play of the craps game using the craps system **30** is initiated when the players place bets on the craps table **32** by placing chip(s) on the indicia of the craps table **32** as per conventional craps betting procedures, indicated at dialog box **122**. The bets include traditional bets and proposition bets. Once the bets are placed, the random card shuffler **38** may be used to shuffle the cards and randomly dispense at least two cards at box **124** that may be placed facedown in the boxes **34R** and **34B**. The remaining thirty-four cards may be automatically ejected from the random card shuffler **38** and placed into a discard holder (not shown). The random card shuffler **38** may be triggered to accept another thirty-six card deck **40** by the ejection. In another exemplary embodiment, a dealer may randomly shuffle and dispense the cards by hand.

One of the two cards in the boxes **34R** and **34B** is selected to be a play card at box **126**. In the exemplary embodiment, the play card may be selected at box **126** by a stick man selecting a player to be a shooter, and giving the dice **36R** and

36B to the shooter. The shooter shoots, or rolls, the dice 36R and 36B on the craps table 32. The color of the die 36R or 36B with the highest number determines which of the cards in the boxes 34R or 34B is turned over as the play card. The stickman announces the color of the die 36R (red) or 36B (blue) that has the higher number and identifies indicia of the play card by turning over the play card in the box 34R (red) or 34B (blue) corresponding to the color of the higher die 36, as shown at box 128. The stickman may announce the indicia, or number, of the turned over play card. The dealers may then payout by taking, paying or placing bets, as shown at box 130, which may occur per conventional Las Vegas Craps procedures.

As known in the art of craps, play of the craps game may continue as shown by arrow 132 (FIG. 6), or if play card indicates a point or craps, a new craps game may begin at box 134. The stickman may collect the two cards from boxes 34R and 34B and the thirty-four cards in the discard holder (or the random card shuffler 38 dispense rack) and place the cards into a receiving end of the random card shuffler 38 for the next round of play. In other exemplary embodiments, the play card may be selected from the boxes 34R or 34B using a random number generator, a random selection of a bingo-type ball, by allowing a player to choose one of the boxes 34R or 34B, by using a different number or types of dice, or with any other known selection technique.

If the play card is of a certain value, any players that wagered on the feature bet may be qualified for play of a feature game. The feature game may be played by turning over the second card to see if any players win the feature bet, which may be referred to as a "Super Prop Bet." In one feature bet, players wager that the two cards dispensed from the random card shuffler 38 at box 124 are the 2 and the 12. The dealer places the feature bet for the player by placing the player's chip(s) on the feature bet area 42. There is only one 2 card and only one 12 card in the 36-card deck 40. If the play card selected is the 2 or the 12, the dealer turns over the non-selected card after all action is finished for the play card. If the non-selected card is the 2 or the 12, the players making the feature wager are paid, otherwise the wagers are collected. The odds of the two and twelve being drawn together are 630-to-1 and, if the player wins the feature bet, the player is paid 500-to-1, giving the casino a theoretical advantage of about 20.5%. In the exemplary embodiment, indicia for the feature bet 42 is placed on the craps table 32, such as near the top of the proposition bet section of the craps table 32.

The traditional craps bets include a player playing a Pass Line bet by placing chip(s) on the pass line. When a player plays the Pass Line, if the play card selected, or the come out play, is a 7 or 11 (natural), the players playing the Pass Line win, or if the first play card is a 2, 3 or 12 (craps), the Pass Line loses. Any other play card (4, 5, 6, 8, 9 or 10) becomes the point, and the dealer places the puck on the point number. Once the point is established, the Pass Line becomes a contract bet, meaning that all bets must remain on the craps table 32 and in action until the bets win or lose. Once the point is established, the shooter throws the dice and the stickman selects a play card at box 126 until a win or lose is achieved. The continued play is illustrated with arrow 132. The Pass Line wins if the play card matches the point before a 7 turns up as the play card, but loses if a 7 is made as the play card before the point. No other number, except the point or 7, affects the outcome of the Pass Line. Once the Pass Line wins or loses, the game begins again with a new come out play at box 134.

Another traditional bet is the Come Bet, which is substantially the same as the Pass Line bet, except the Come Bet is a

new bet made once a pass line point is established. If the play card is a 7 or 11, new Come Bets win. If the play card is a 2, 3 or 12, new Come Bets lose. Any other play card becomes the point for the new Come Bets which the dealer will place on the point number. If this point is made before 7, those Come Bets win. However, if a 7 is made before the point, all Come Bets lose except for new ones that are coming out on that play.

A Don't Pass bet is the opposite of the Pass Line bet and is placed on the come out play. If the first selected play card is a 2 or 3, the Don't Pass bet wins. If the first selected play card is a 7 or 11, the Don't Pass bet loses, and 12 is a push, or tie. Any other card (4, 5, 6, 8, 9 or 10) becomes the point and the dealer places the puck on the point number. If a 7 comes up on the play card before the point, the Don't Pass bet wins. If the point number is made on the play card before a 7, the Don't Pass bet loses. However, unlike the Pass Line bet, the Don't Pass bet may be removed at any time.

A Don't Come bet is the same as the Don't Pass bet, but the Don't Come bet is a new bet after the don't pass point has been established. The Don't Come bet is essentially the opposite of the Come bet. If the play card is a 2 or 3, the Don't Come bet wins. If the play card is a 7 or 11, the Don't Come bet loses, and a 12 is a push or tie. Any other number (4, 5, 6, 8, 9 or 10) becomes the point for these bets and the dealer places the bet behind the number. If the play card is 7, all Don't Come bets behind the numbers win, but new Don't Come bets lose as the play card that is 7 is the come out card for the new bets. If the point number comes up before 7, the Don't Come bets behind the number lose. However, unlike Come Bets, the Don't Come bets may be taken down at any time as long as the player informs the dealer to do so.

In other traditional craps bets, a player may wager on a Place bet directly on any of the potential points numbers (4, 5, 6, 8, 9 or 10) at any time. With these Place bets, the dealer places all Place bets for the players. If the number placed appears before 7, the bet wins according to the odds for that number, which may be 9-to-5 for a play card of 4 or 10, 7-to-5 for a play card of 5 or 9, or 7-to-6 for a play card of 6 or 8. All Place bets lose on a 7 and may be removed at any time. Place bets that are marked off are out of action (cannot win or lose) until called on again. It is common for players to call their Place bets off on the come out play.

Another traditional crap bet is a Buy bet which is similar to a Place bet, but has slightly better odds. A player may wager that a Place bet on a play card of 4, 5, 6, 8, 9 or 10 will appear before a play card of 7 by informing the dealer which number (s) the player wishes to buy. Typically, there is a minimum amount of a bet required to wager on the Buy bet, such as twenty dollars. The player must pay a charge (*vig*) of 5% of the wager at the time the Buy bet is made. Buy bets pay true and correct odds such as 2-to-1 for a play card of 4 or 10, 3-to-2 for a play card of 5 or 9, or 5-to-6 for a play card of 6 or 8. The Buy bets may be made or taken down by the player at any time, and if the player takes down the Buy bet, the *vig* is also returned.

Other traditional crap bets may include Lay or Buy Behind bets, which are the opposite of Buy bets. A player may bet that a 7 will appear as the play card before a play card of a 4, 5, 6, 8, 9 or 10 by informing the dealer which number to Lay, or Buy Behind. The player must pay an added amount of five percent ("*vig*") of the potential win amount at the time the bet is made. Lay bets pay true and correct odds such as: 1-to-2 for a play card of 4 or 10, 2-to-3 for a play card or 5 or 9, or 5-to-6 for a play card of 6 or 8. Players may place or take down Lay bets at any time, and if a player takes down a Lay bet, the *vig* is also returned.

Players playing Pass, Come, Don't Pass or Don't Come bets may also add to their existing bet once a point is established by making an additional bet called Odds. In the case of a pass line or come bet, the player may bet Odds that the point will be made before a 7 on the play card. In the case of a Don't Pass or Don't Come bet, the player may bet odds that a play card of 7 will occur before the point. The payoff odds are true and correct odds and vary from casino to casino.

In addition to traditional craps bets, the players may also make proposition bets. Proposition bets are high-odds bets located in the center of the craps table **32**. The dealer places the proposition bets for the players and the payoff odds for the proposition bets are posted under the symbols for the proposition bets. Except for an All-Day Hard Way bet, all proposition bets are one-play bets.

One type of a proposition bet is a Horn bet that is a one-play bet made by a player that the play card will be a 2, 3, 11 or 12. The payoff odds will vary depending on which number comes up as the play card.

Another proposition bet is the All-Day Hard Ways bet. There are four Hard Way combinations: hard 4 (2, 2); hard 6 (3, 3); hard 8 (4, 4); and hard 10 (5, 5). An All-Day Hard Way bet is a wager that the double combination will occur before an Easy Way or a 7. The Easy Way includes all combinations of that number other than the Hard Way. For instance, the Hard Way to get a four is a play card with an indicia of 2 plus 2 as the dice, of which there is only one card in the deck as illustrated in FIG. 4, while the Easy Way to get a four includes play cards that have an indicia of 1 plus 3 or 3 plus 1, of which there are two cards in the deck as illustrated in FIG. 4. The payoff odds, which are typically posted underneath the bet, are slightly higher on hard 6 and 8 because there are fewer easy way combinations of 4 and 10. The Hard Ways bets remain in play until it wins, loses or is taken down by the player. Hard Ways bets may also be called off by the player, in which case the bet is out of action until it is called working, or on again. Many players will call the Hard Ways bets off on the come out play.

A Hopping Hard Ways bet is a one-play hard way bet. The players win according to the posted payoff, which are the same for 2 and 12, and lose on any other play card. A Hopping bet, which is also known as on the Hop, is another one-play bet that may be made on a specific combination of numbers on the play card for hands of 4 through 10 (excluding Hard Ways). Hopping bets pay the same as a 3 or 11.

In another exemplary embodiment, the craps system **30** may include one die **36** instead of two dice **36R** and **36B**, and three boxes **34** instead of two boxes **34R** and **34B**. In this exemplary embodiment, the one die **36** may be a six-sided die having three different indicia, such as numbers, each number being present on two faces of the die **36**. For instance, the six sided die could have two ones, two twos, and two threes, wherein the numbers correspond to the three boxes **34**. During play, three cards are randomly dispensed at box **124** from the random card shuffler **38** and each card is placed face down in the three boxes **34**. The play card is selected at box **126** when the dealer designates one player as the shooter and the shooter rolls the single die. The number that comes up on the die is used to determine which of the three boxes **34** is used to select the play card at box **126**. The dealers payout at box **130** by taking, paying and placing bets according to the indicia depicted on the play card at box **128** according to the odds of the craps game, such as the odds of a conventional Nevada-style craps game. However, it will be apparent to those of ordinary skill in the art that the odds may vary since any

number of dice or cards may be used in the craps system **30**, and the odds may be adjusted to accommodate the different number of dice or cards.

While the roulette system **10** and the craps system **30** have been described herein as each using two card decks **20** and **40** and one random card shuffler **18** and **38**, respectively, it will be apparent that any number of card decks **20** and **40** or random card shufflers **18** and **38** may be used. For instance, in order to speed up play of the roulette game or the craps game, in another exemplary embodiment, more than two card decks **20** and **40** and more than one random card shuffler **18** and **38** may be used. In other exemplary embodiments, the random card shuffler **18** and **38** may be configured to handle more than one card deck **20** and **40** at a time or instead of re-shuffling after each round of selecting a play card, more than one round of play cards may be selected before re-shuffling. In a further embodiment, more than one deck may be combined and randomly shuffled to select more than one round of play cards from the deck before re-shuffling.

In other exemplary embodiments, the craps game or the roulette game may be implemented on an electronic gaming machine, such as a video game or a video slot machine. As known by those of ordinary skill in the art, the electronic gaming machines may include various functional devices configured and programmed to simulate play of the craps game or the roulette game. For instance, the gaming machines may be configured with a microprocessor, a random number generator, a memory device, a video display, various input devices, sound generating devices, a coin or bill input for receiving money, a token input, a payout slot for payout bets and others. In yet a further embodiment, the craps game or the roulette game may be played in conjunction with electronic slot machines as an added or bonus game.

In yet other exemplary embodiments, a computer including a central processing unit may be configured to run software that executes play of the roulette game or the craps game described herein. The computer may be operatively connected via the internet to a server computer that is located at a location remote from the computer such that players may play a card-based roulette or craps game over the internet.

The exemplary embodiments described herein are not intended to limit the invention or the scope of the appended claims. Various combinations and modifications of the embodiments described herein may be made without departing from the scope of the present invention and all modifications are meant to be included within the scope of the present invention. For instance, the number of cards, decks of cards or dice, the odds of the payouts of the games, the number of random shufflers, the various indicia and identifying characteristics, may all be varied in the described gaming systems and still be encompassed by the present invention. Thus, while certain exemplary embodiments and details have been described for purposes of illustrating the invention, it will be apparent to those of ordinary skill in the art that various changes in the invention described herein may be made without departing from the scope of the present invention, which is defined in the appended claims.

What is claimed is:

1. A method of playing a gaming activity, comprising the steps of:
 - providing a physical deck of playing cards;
 - providing a gaming table having a conventional roulette layout, and at least two separate areas for dealing a playing card, each of the at least two separate areas for dealing a playing card having an indicia associated therewith;

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providing a roulette wheel having a plurality of pockets, each pocket of the roulette wheel associated with an indicia corresponding to an indicia associated with at least one of the at least two separate areas for dealing a playing card;

providing a ball, placing at least one wager on at least one betting indicia on the roulette layout on the gaming table randomizing the deck of cards and dispensing at least two cards from the randomized deck of cards to place the at least two cards at the at least two separate areas for dealing a playing card;

randomizing the deck of cards and dispensing at least two cards from the randomized deck of cards to place the at least two cards at the at least two separate areas for dealing a playing card;

rotating the roulette wheel and dropping the ball onto the rotating roulette wheel, after the at least two cards are dispensed such that the ball is permitted to drop into a pocket of the roulette wheel comparing the indicia associated with the pocket of the roulette wheel where the ball dropped with the indicia associated with the at least two separate areas for dealing a playing card to designate one of the at least two dispensed cards as a play card, of cards; and

identifying an indicia on the card designated as the play card and comparing the identified indicia on the play card to the at least one betting indicia where the at least one wager was placed to determine an outcome of a roulette game.

2. The method according to claim 1, further comprising:

placing a feature bet on the roulette game, such that if the ball drops into at least one pocket of the roulette wheel which is designated as a feature pocket and the indicia on the play card identifies the play card as a card designated as a feature card, a feature bet payout will be awarded.

3. The method according to claim 1, wherein dispensing at least two cards from the randomized deck of cards comprises dispensing at least four cards dispensed from a randomized deck of cards.

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4. The method according to claim 1, wherein rotating the roulette wheel and dropping a ball onto the rotating roulette wheel comprises rotating a roulette wheel with thirty-eight pockets where at least two of the pockets have separate identifying characteristics from the remaining pockets.

5. The method according to claim 1, wherein randomizing the deck of cards comprises randomizing by shuffling with an automatic shuffler.

6. The method according to claim 1, wherein the indicia associated with each pocket of the roulette wheel comprises an indicia other than a number.

7. The method according to claim 1, wherein the physical deck of playing cards comprises at least 36 cards.

8. The method according to claim 7, wherein the physical deck of playing cards comprises at least 38 cards.

9. The method according to claim 8, wherein the each card of the deck of cards has an indicia numbered from 1 through 36, 0 or 00 corresponding to the betting indicia on a conventional roulette wheel.

10. The method according to claim 7, wherein each card of the deck of cards has an indicia numbered from 1 through 36 corresponding to the betting indicia on a conventional roulette wheel.

11. The method according to claim 7, wherein the each card of the deck of cards has an indicia numbered from 1 through 36 or 0 corresponding to the betting indicia on a conventional roulette wheel.

12. The method according to claim 1, wherein the step of providing a gaming table having a conventional roulette layout, and at least two separate areas for dealing a playing card, each of the at least two separate areas for dealing a playing card having an indicia associated therewith, and the step of providing a roulette wheel having a plurality of pockets, each pocket of the roulette wheel associated with an indicia corresponding to an indicia associated with at least one of the at least two separate areas for dealing a playing card, are performed by providing a gaming table which includes a roulette wheel.

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